

FIG 1

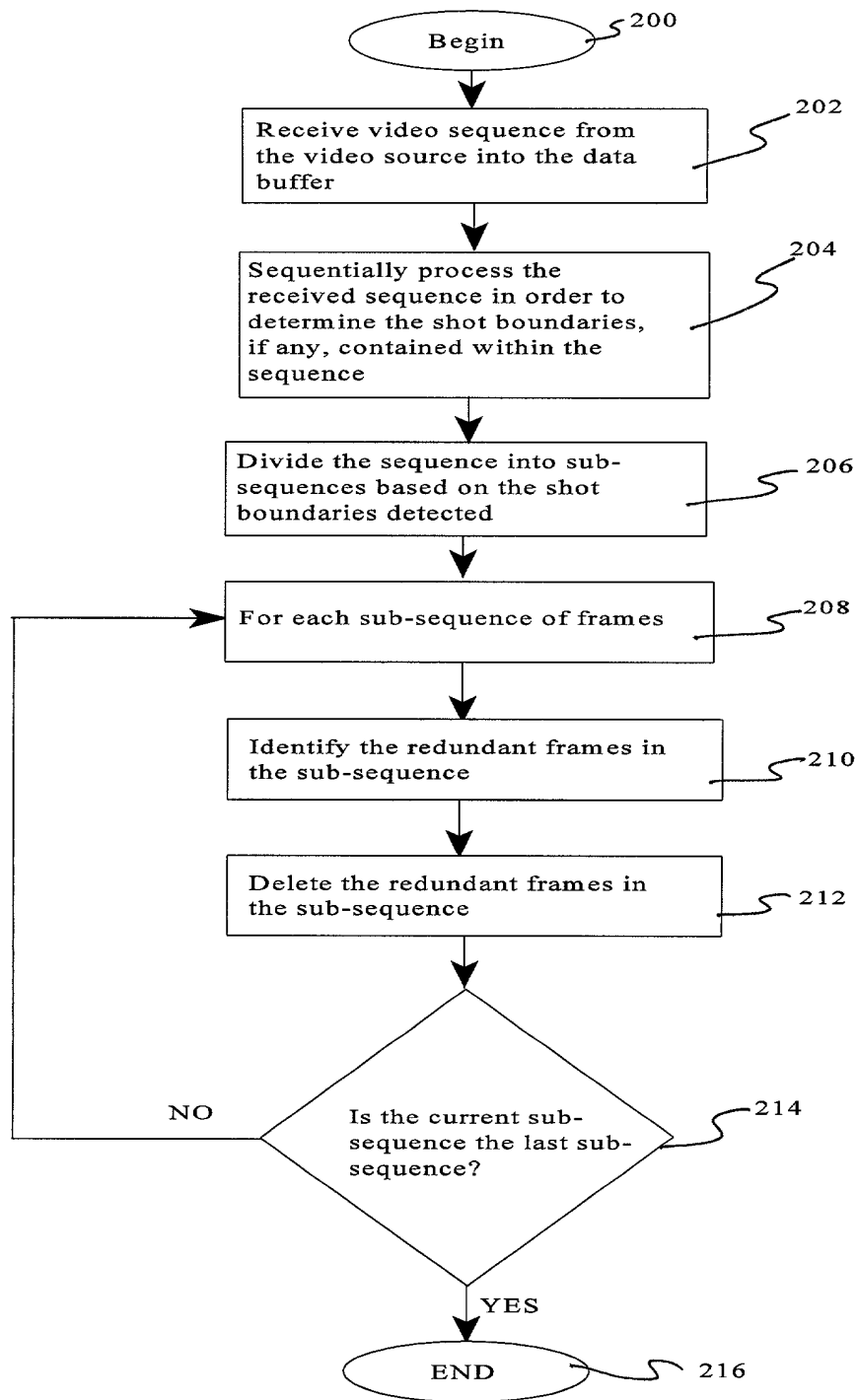


FIG 2

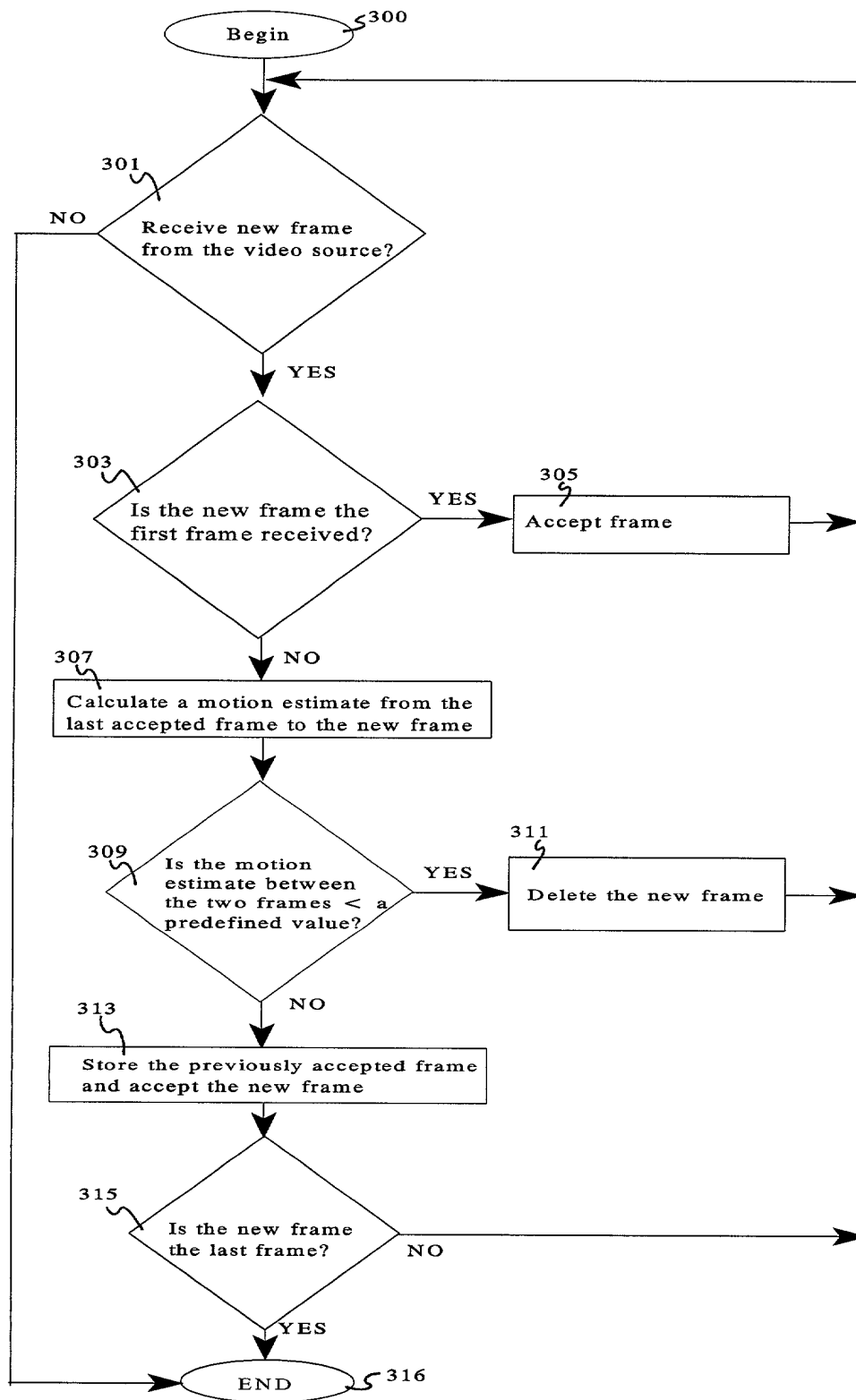


FIG 3

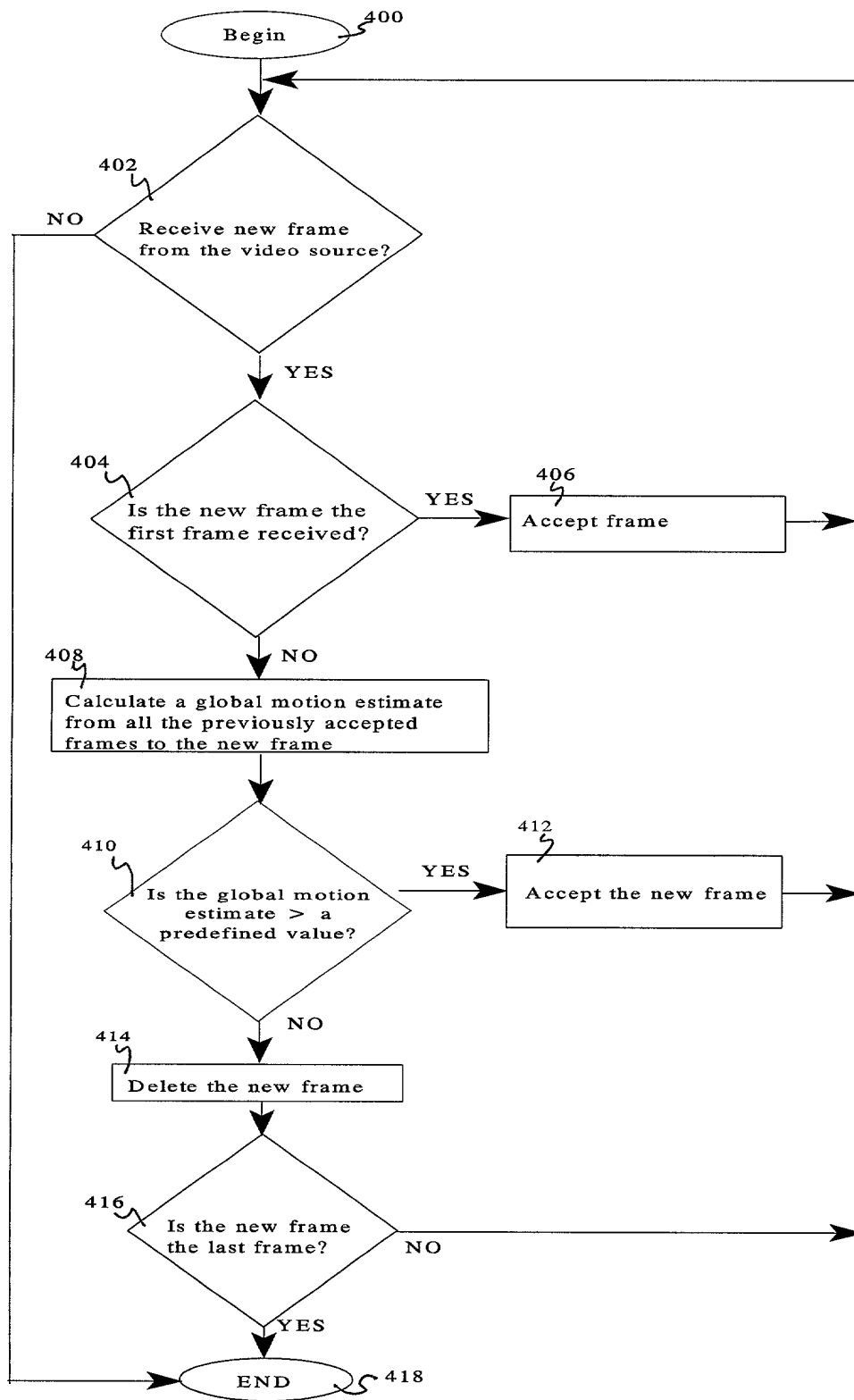


FIG 4

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graph TD
    500([Begin]) --> 501{ }
    501 -- NO --> 517([END])
    501 -- YES --> 503{ }
    503 -- YES --> 505[Accept frame]
    505 --> 501
    503 -- NO --> 507[Calculate a global motion estimate from each of the N previously accepted frames to the new frame]
    507 --> 509{ }
    509 -- YES --> 511[Add the new frame to the N previously accepted frames]
    511 --> 501
    509 -- NO --> 513[Delete the new frame]
    513 --> 515{ }
    515 -- YES --> 517
    515 -- NO --> 517

```

FIG 5

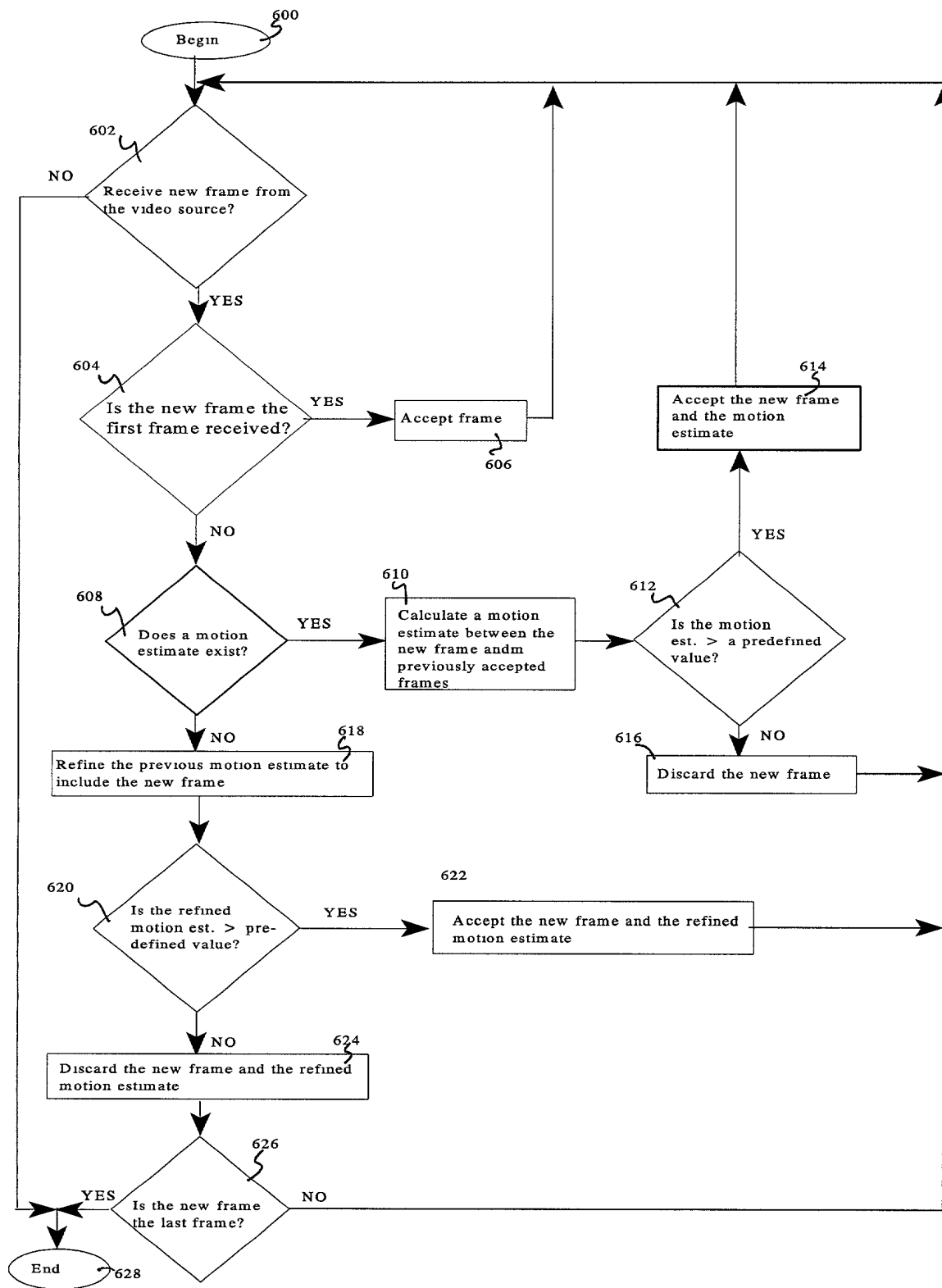


FIG 6

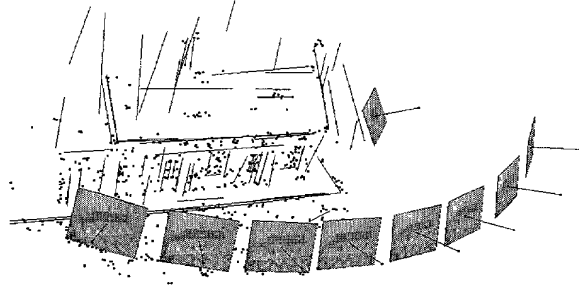


Figure 7. Final reconstruction of House.

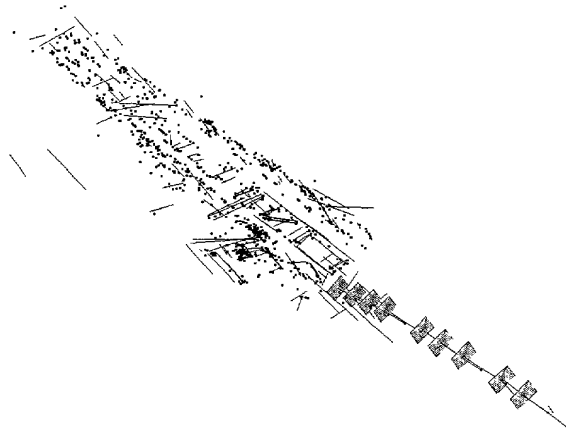


Figure 8. Final reconstruction of Basement.

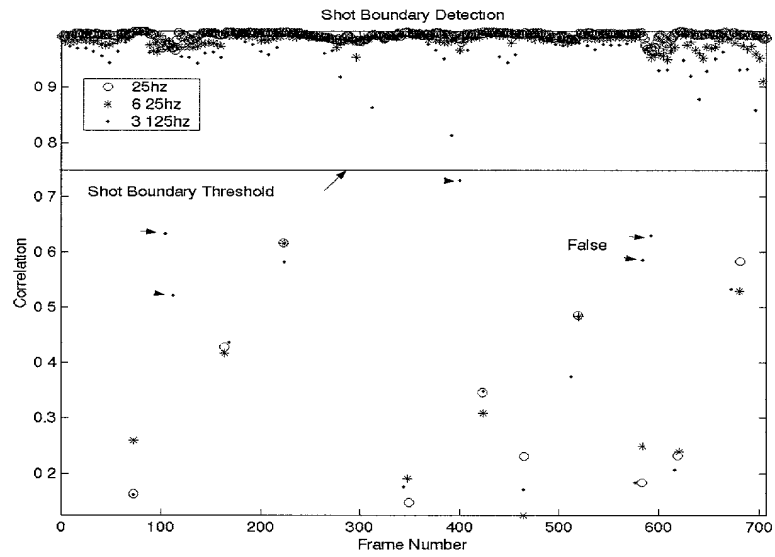


Figure 9. Result of shot boundary detection on the sequence Sceneswap.

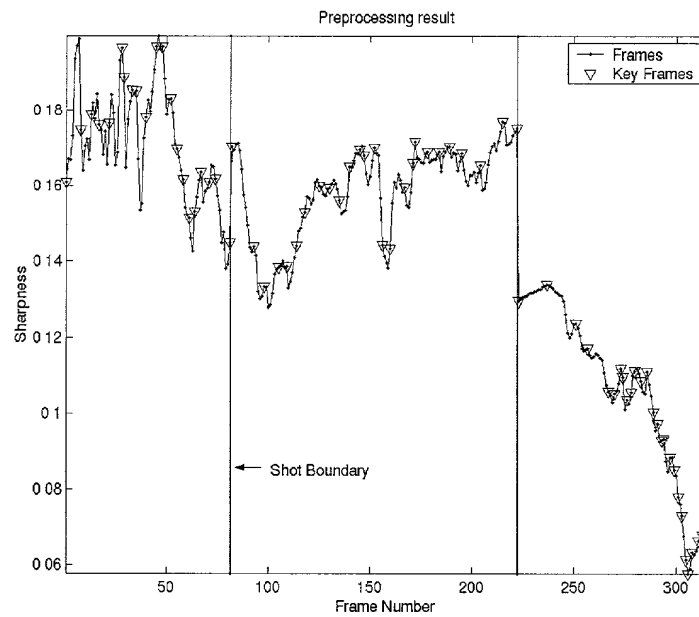
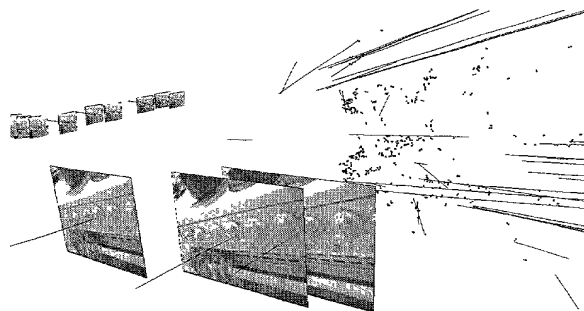
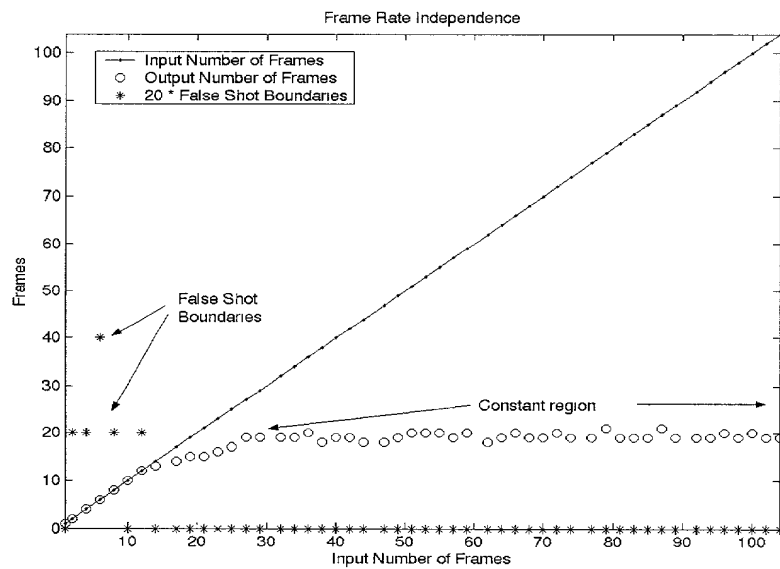


Figure 10. Preprocessor result for the sequence TriScene.



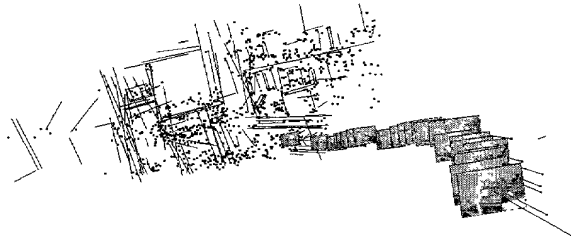


Figure 13. Final reconstruction of Room.

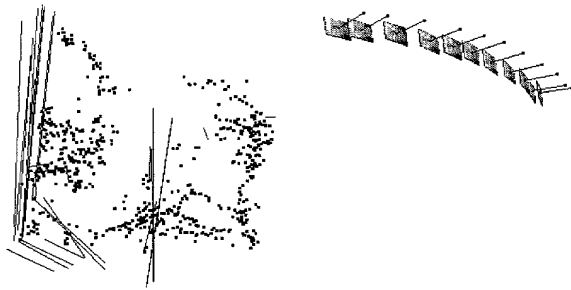


Figure 14. Side view of reconstruction of David.

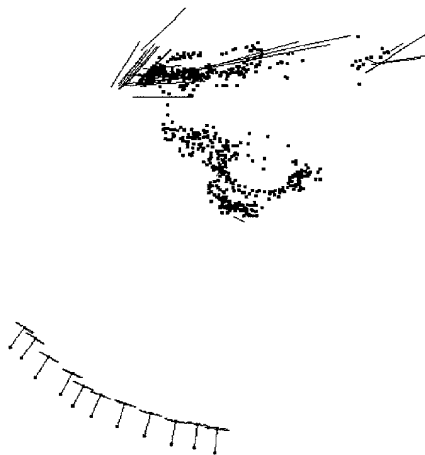


Figure 15. Top view of reconstruction of David.

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One frame from each shot of the sequence **Sceneswap.**

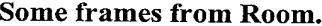


Figure 16